

Nintendo®

World
Championships

NES EDITION™



BALLOON FIGHT

Become an Ace Balloonist!

Take 'Em Down before They're Up

Victory will be determined by the amount of enemies you can take down before they take off. These are the ideal routes for each stage.



Stage 1



You can take out all three enemies before they're off the ground. But if that's too tough, aim for at least two.

Stage 2



Here, you'll want to take out three before they take off, one right after takeoff, and the last one will come right at you.

Stage 3



This may take some practice, but here you can take out three before they take off and the rest once they're airborne.

DONKEY KONG

Level 1's Golden Path

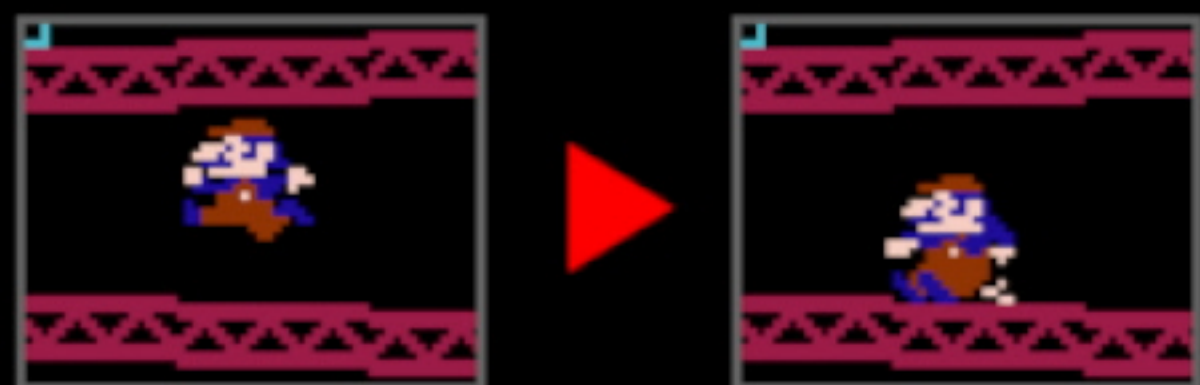
Maximize efficiency
to reach the top!

Let Sleeping Hammers Lie

You can break barrels with the hammer, but you can't climb ladders while holding it. You're better off not touching it.

Save Your Jumping for Leap Days

You'll need to jump to avoid barrels, but you'll lose time when you land. Keep your jumping to a minimum.



You'll be stuck in place for a moment after landing. (Jumping is hard on the knees.)

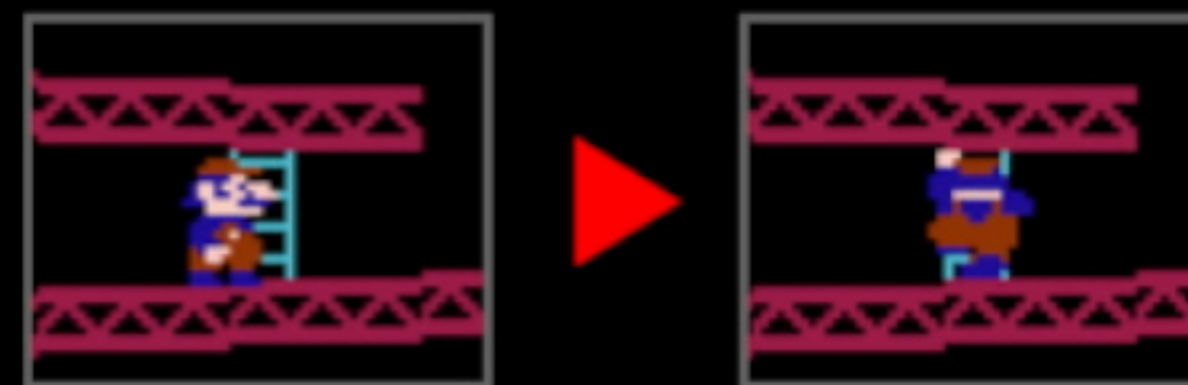


The Six Ladders to Success

Only climb the ladders along the shortest route. Reaching the top will take a lot longer if you climb unnecessary ladders!

Start Climbing Quicker

Mario doesn't need to be at a ladder's center to start climbing. He can grab it if he's off-center, so start climbing as soon as possible to save time.



Press **+** to start climbing when Mario's right around here.

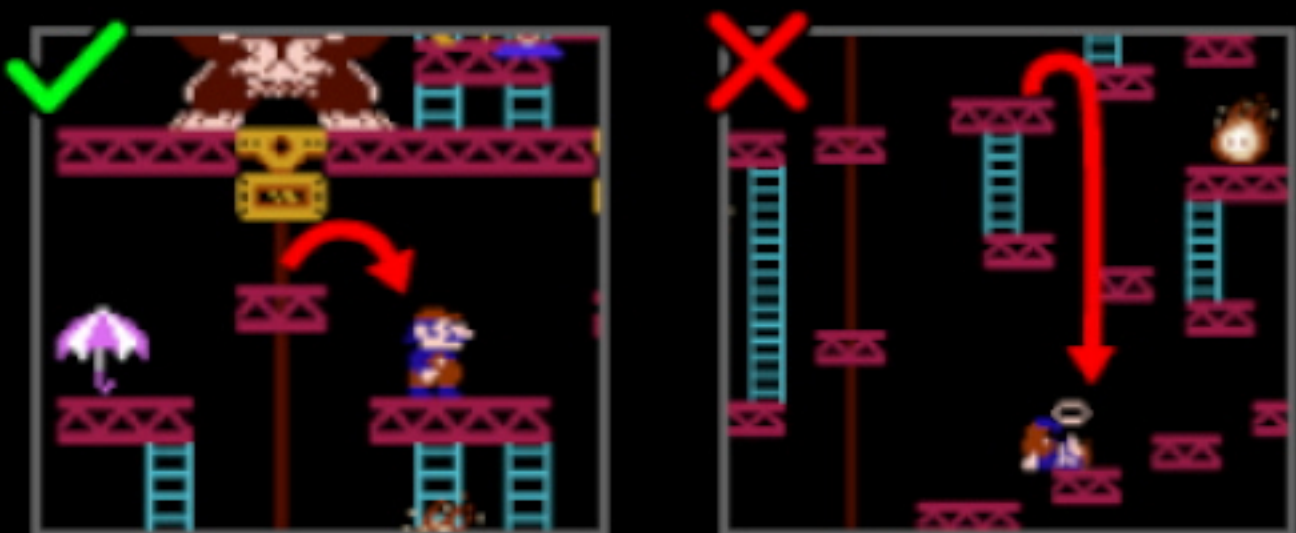
DONKEY KONG

Level 2's Golden Path

It's all about timing!

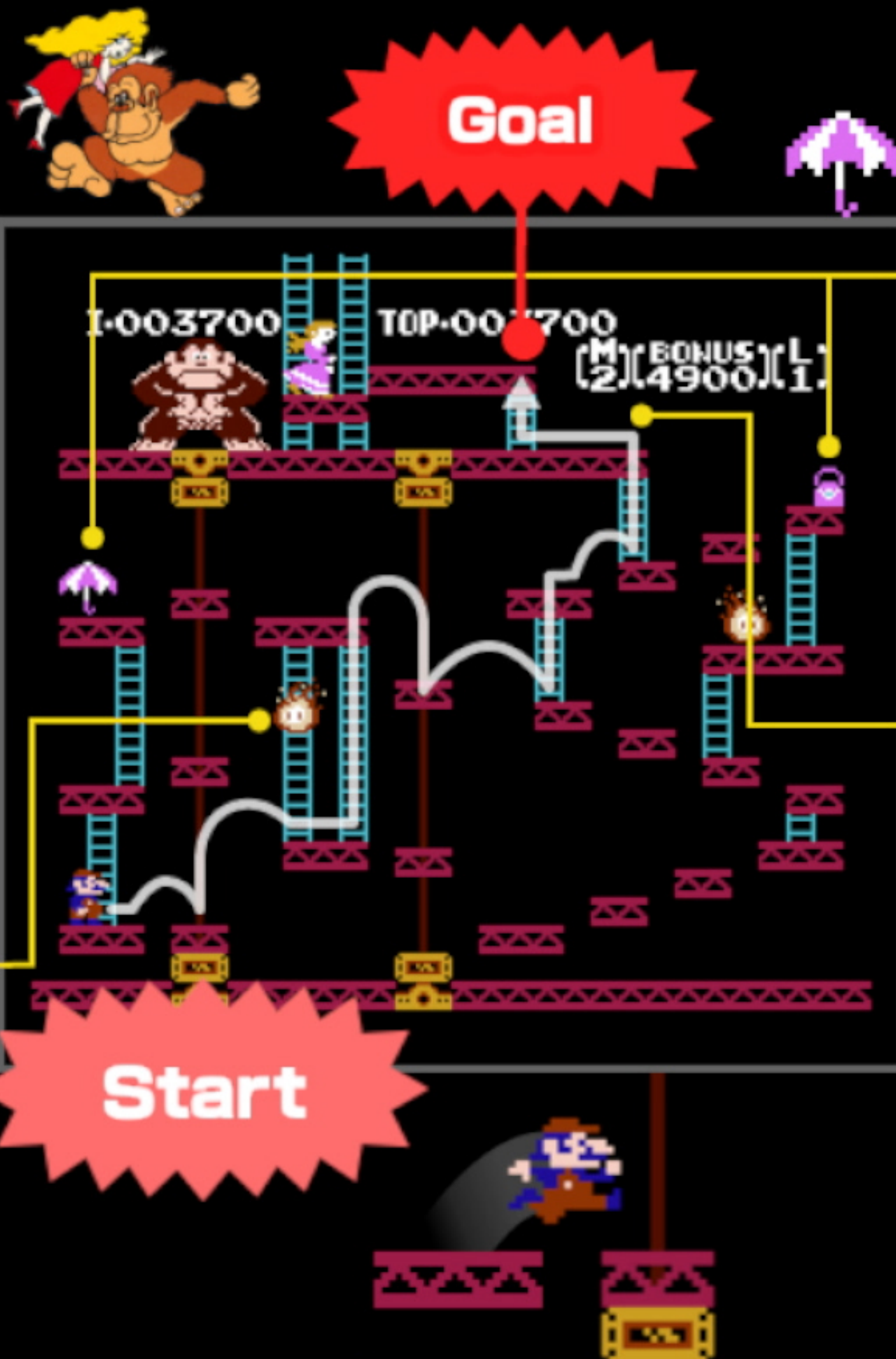
Be Afraid of Heights

Falling from a height that's higher than Mario is tall will end badly. Remember to check the height when planning your jumps!



Practice Fire Safety

The fireball hanging out on the dual ladders will pester you. Watch its movements, then jump to the elevator to its right.



Lost and Not Found

You'll get points for picking up Pauline's lost items, but now isn't the time. Ignore them, and book it for the goal!

Don't Get Whacked by the Jacks

The jacks will bounce by at regular intervals. Once you reach the top of the ladder, hold still, and wait for the jack to bounce over you.



Try not to sweat! You'll be safe—we promise.

Level 3's Golden Path

Grab the bolts as fast as you can!

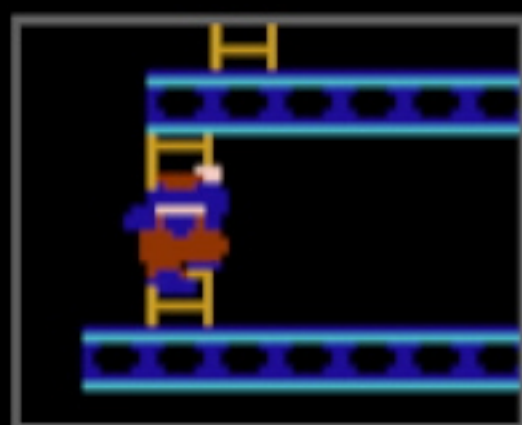
Grab the Bolt, Then Bolt

Once you've gotten all the bolts on floor four, turn around and go up the ladder for the final one. Remember that jumping costs time, so avoid it if you can!



Start Climbing Right Away

Remember what you learned way back on page 1. Mario can climb ladders even if he's a little off-center.



Once you get the last bolt...



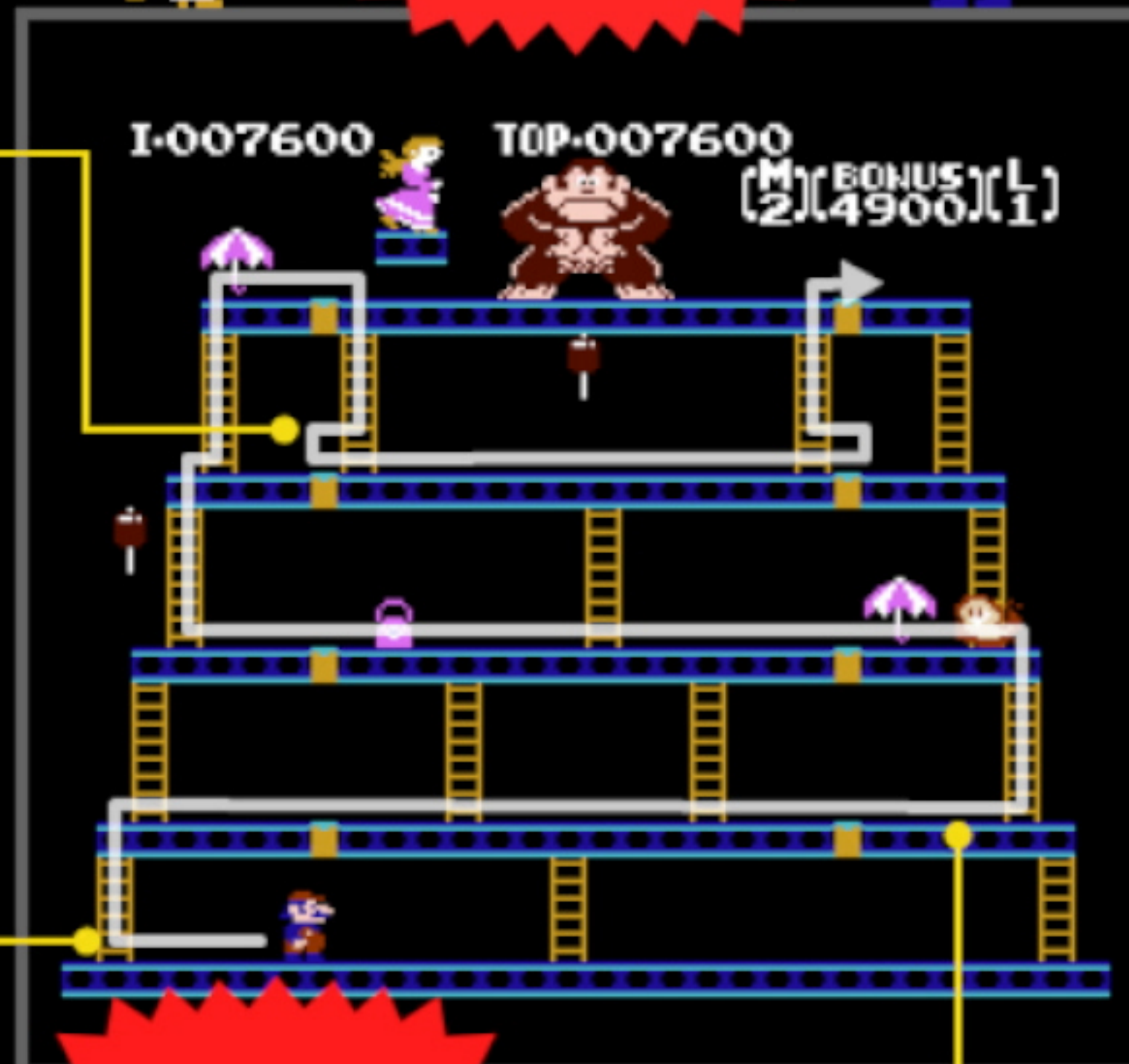
Goal



1-007600

TOP-007600

(M)(BONUS)(L)
(2)(4900)(1)



Start



Leap Day Has Arrived

You'll want to jump over fireballs that get in your way. Press **+** and **A** just before you touch them.



Timing and distance are key. If you start your jump too soon, you'll wind up with a sick burn.

Order in the Construction Site

You can pull the bolts in any order, but every second counts. This route will get you the fastest time.

The Ultimate Guide to Motocross Maestro!



Ride Like the Wind

The keys to a quick clear time are mastering turbo and jump techniques and picking an efficient racing line. Scope out the jumps and any hazards as you approach them.

1

What Turbo Can Do for You



Turbo (B) accelerates faster than regular acceleration (A), so use it at the very start, for a speed burst before a jump, and to get moving again after landing. But be careful not to overheat!

Start



Start off strong by using turbo (B) out of the gate. This will get you moving quicker.

Move to the topmost lane to catch the cool zone. This will help prevent overheating.

Avoid the mud just past the cool zone, then stay in that lane to jump.

Land on the downward slope to build some momentum before the next big hill.

If you have enough momentum, you can jump all three of these hills at once.

The Ultimate Guide to Motocross Maestro!

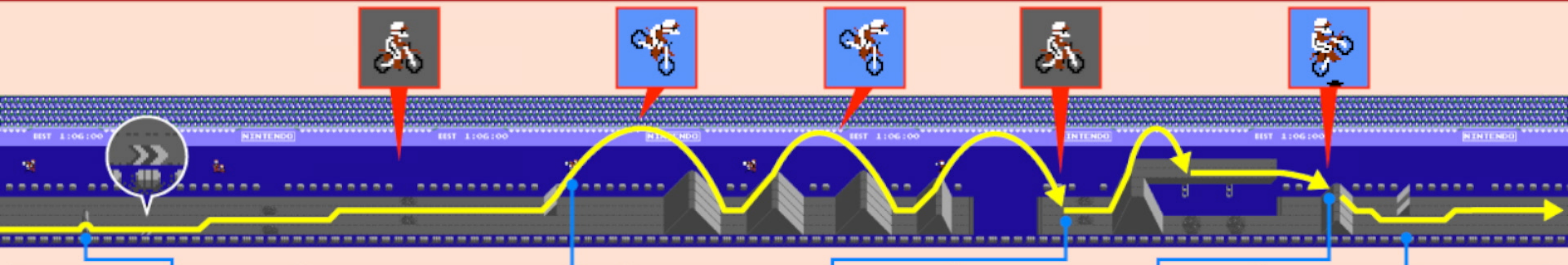
2 You're Not Too Cool to Skip This Tip



Riding over a cool zone will lower the Temp meter to help keep you from overheating. The more you ride over, the more turbo you can use, so be sure to hit as many as you can.

3 Get a Good Angle on the Land

If your bike's angle and the angle of your landing point don't match, you'll lose speed or even take a tumble. Make sure your bike's angle is parallel with the ground when landing.



Wheelie over the hurdle to hit the second cool zone.

Lower your front wheel after this jump to jump farther.

There's mud right after the jump. Make sure to stay in this lane so you can avoid it.

Reduce your chances of falling after a big jump by raising your front wheel.

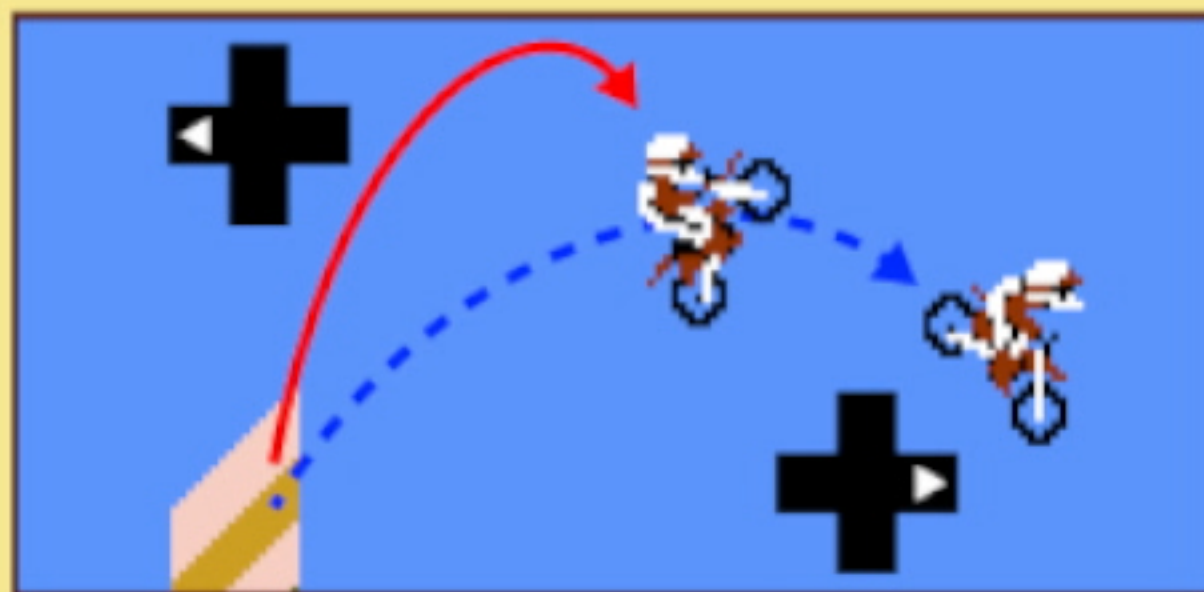
Skip this ramp so you can be ready for the next one.

The Ultimate Guide to Motocross Maestro!

4

If You Can Dream It, You Can Jump It

If you lower the front wheel during a jump, you'll gain a little speed and go farther. Raising the front wheel will slow you down, but you'll go higher.



Determine how far you want each jump to take you, then adjust your bike's angle to make it happen.



Don't overheat!

That's two laps!

Goal

Lower the front wheel to gain distance, but adjust your bike's angle before landing.

Don't worry about the small hill between the two bigger hills. You can jump right over it.

It's the homestretch! Move to the topmost lane, but watch out for the mud patch.

Wheelie over the hurdle, and swerve around the mud, and you're done!

ICE CLIMBER



Jump to grab the condor!

It's a Race to the Top!

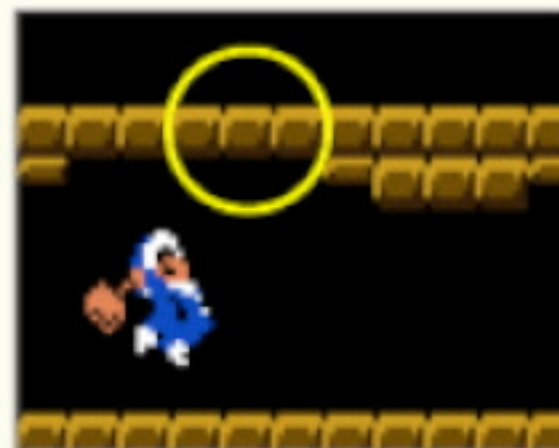


Efficiency Is Important Here on the Mountain

Avoid unnecessary jumping to cut down on time spent on each floor. Now bundle up, grab your hammer, and get climbing!

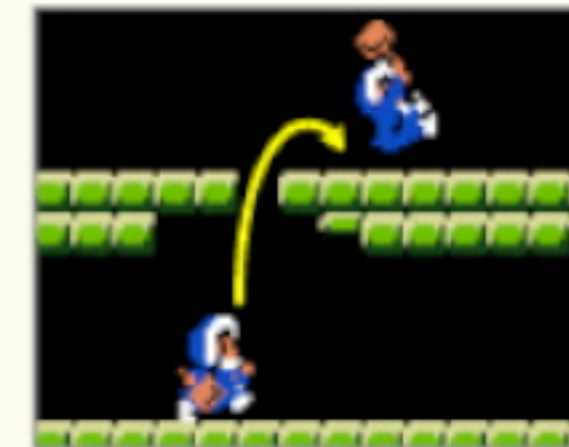
Every Mountain Has a Weakness

Each floor is one or two blocks thick, and it takes one jump to break one block. Aim for the thin spots to break through the floor faster!



Don't Let This Tip Slip through the Cracks

You can slip through a gap if it's at least one block wide. This means if you position your jumps just right, you can move up a floor in just two jumps!



Ice Climber? More Like Ice Jumper!

There are two types of jumps, each with different controls and purposes. Use the one that best suits your needs.

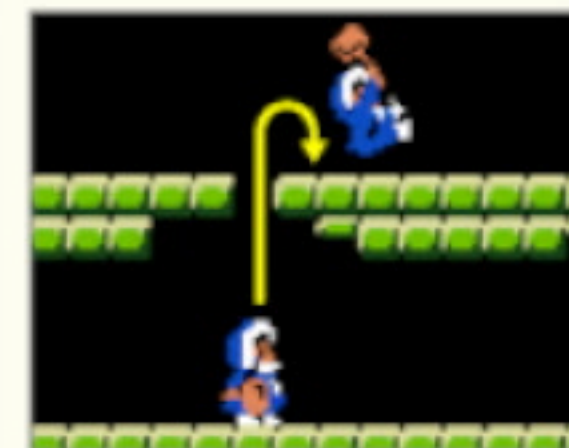
Side Jump

Hold **⬆** and press **A** to jump. You'll jump farther if you get a running start.



Vertical Jump

Press **A** with no other input to jump straight up. Steer the jump with **⬆**. This will help you get through gaps.

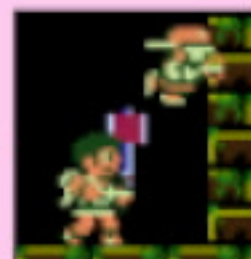
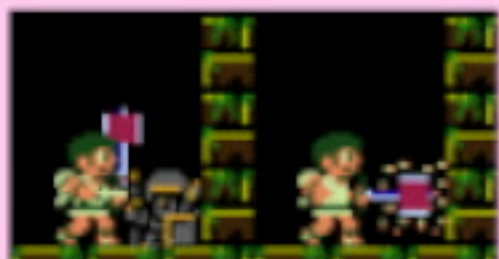


Tour the Underworld Fortress Today!



Welcome to the Underworld Fortress!

It can be mazelike in here, so please follow the arrows, and avoid fighting the residents. If you have a mallet, you can save Centurions to get some help with the boss!



Important info!

Put Those Wings to Work

When coming from the upper chamber, hold **+** to reach the ledge. If you miss it, you'll be back at the very start!



Low-energy guests may want to pay a visit to the on-site hot spring.

Start

Eggplant Wizards Are Turning People into Eggplants?

Oh dear... They have a bad habit of doing that to guests. If this happens to you, we'll have to rewind you.



Goal

Twinbellows? Double Yipes!

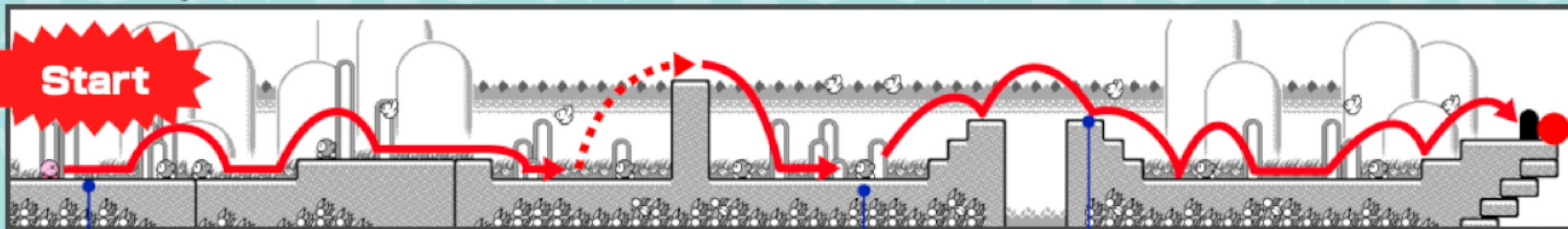
Rush under Twinbellows when it jumps, and then take aim. A mallet strike is stronger than two arrows, so if you have one, give the boss a whack.



Monochrome Hero Map Unmasked!



Start



Start strong by running, and use that momentum to jump over all the Waddle Dees.



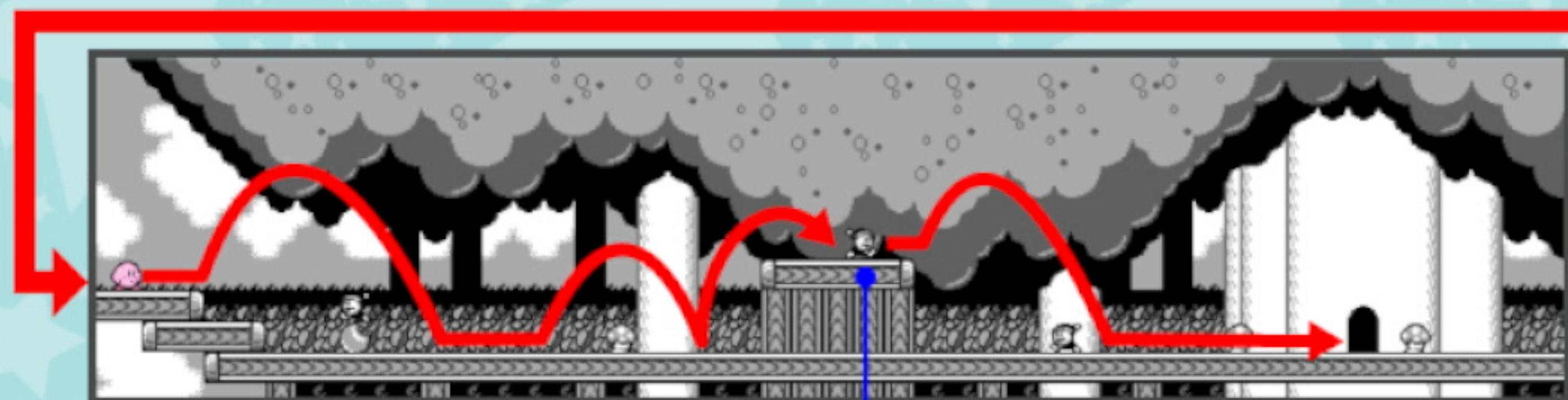
Inhale this Waddle Dee (you'll need it soon), and keep running. Get a running start, then jump to the top of the stairs.

Spit the Waddle Dee you inhaled at the Twizzy, and keep moving.



Kirby Can Eat Later

Inhaling stops Kirby from moving forward. Instead of inhaling enemies, jump and dodge around them. And if the timing is right, try sliding under them!



Slide On, Kirby

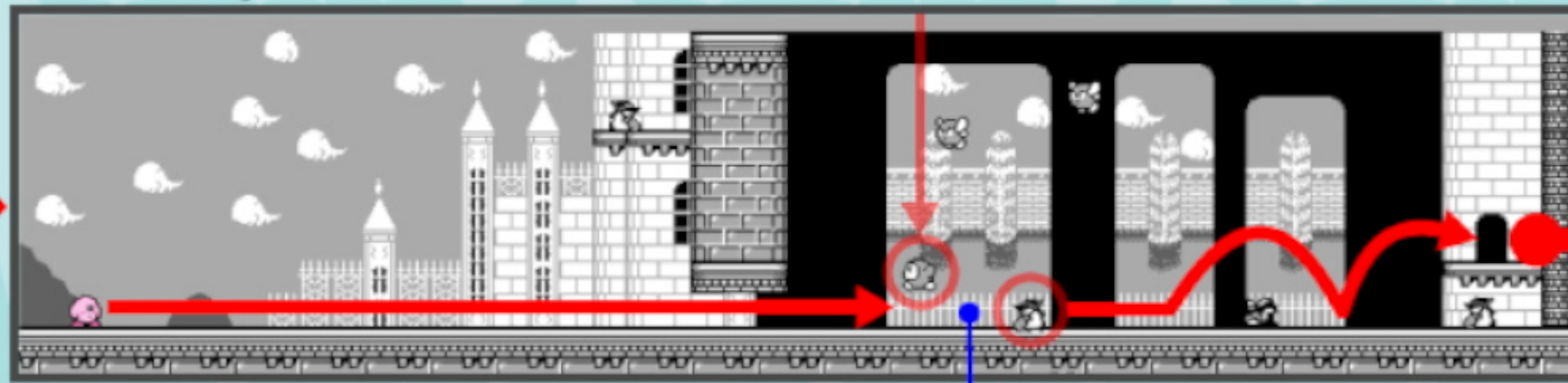
Press ++A or ++B to slide. This can also damage enemies!



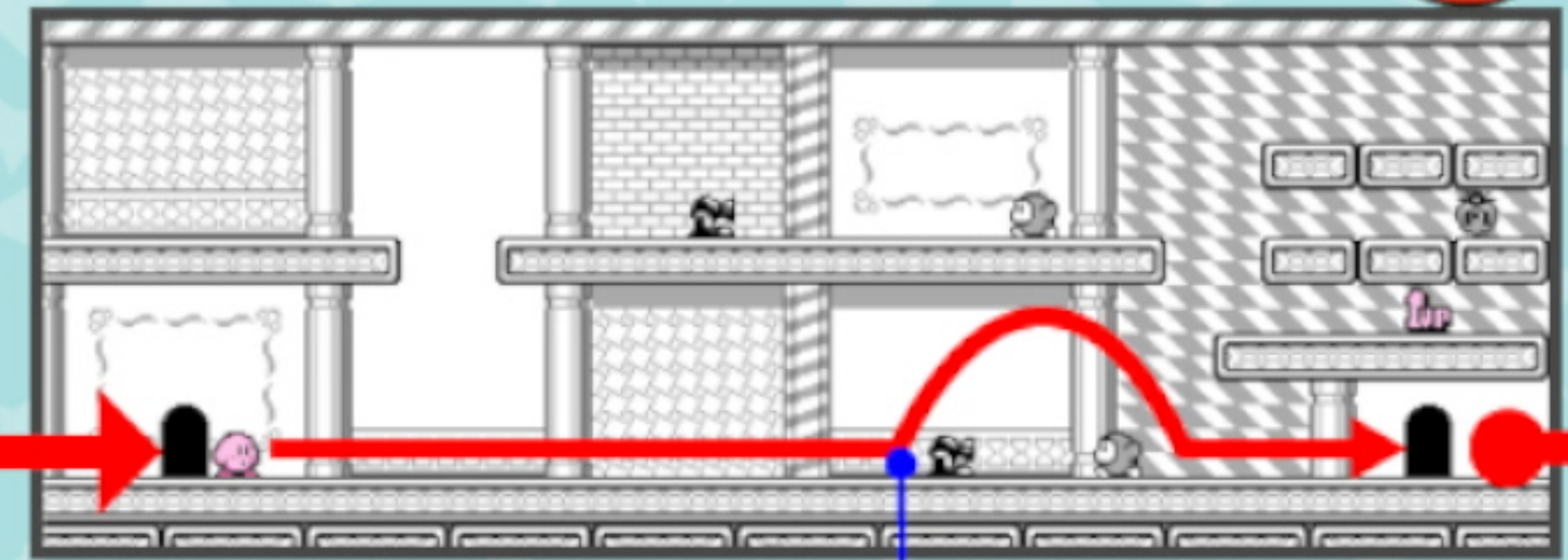
Inhale the second Poppy Bros. Jr., jump over the next, and then spit the enemy at the Cappy.



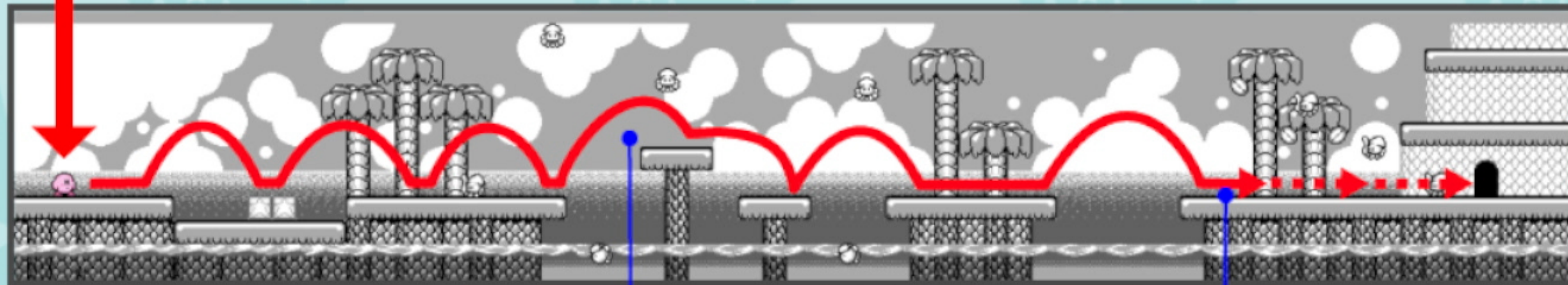
Monochrome Hero Map Unmasked!



Beware the plummeting Waddle Dee! Inhale it, then spit it at the Broom Hatter.



Run to the Shotzo, then jump at the last moment to clear both it and the Waddle Dee in a single leap.



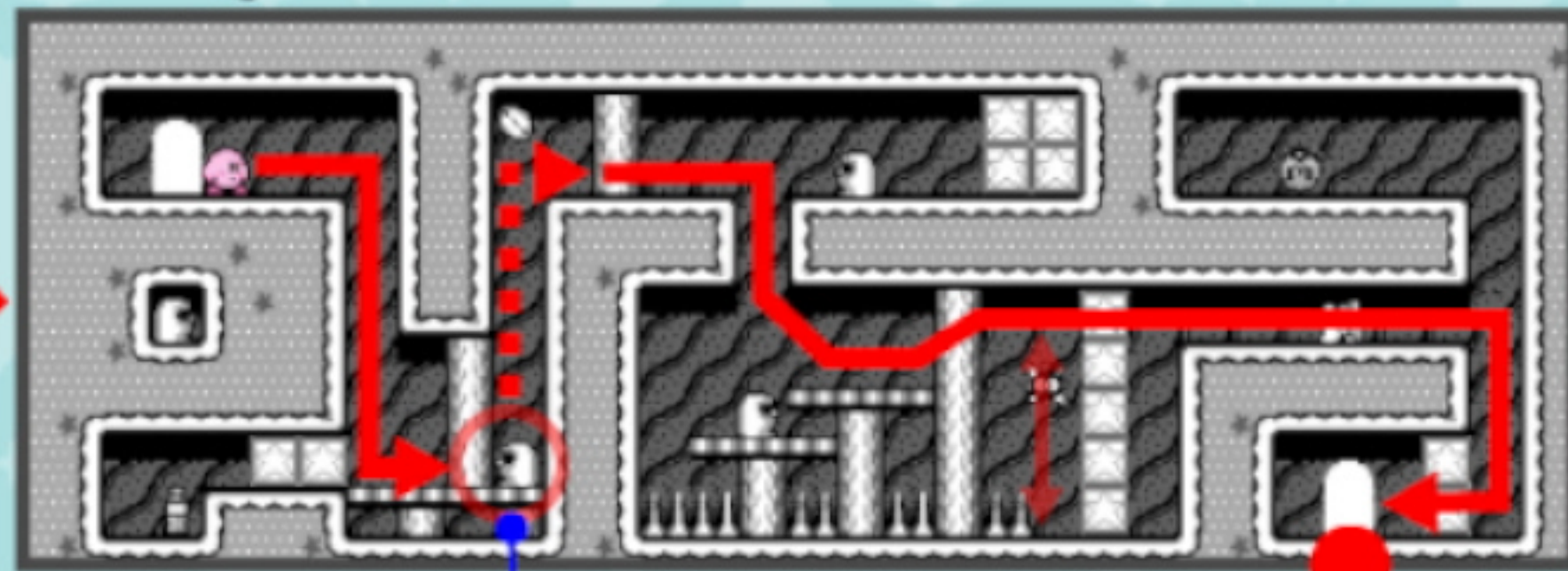
A lot of Squishies will jump out at you here, but don't worry about them. Keep moving and you'll be fine.



Don't get conked by the falling coconuts. You can slide twice to zip safely past them.



Monochrome Hero Map Unmasked!



Dodge Sir Kibble's attacks, and float upward. The goal is within reach!



Goal

There are more coconuts ahead, so be careful. You can inhale the Kabu and then spit it at the coconut to avoid its explosion.



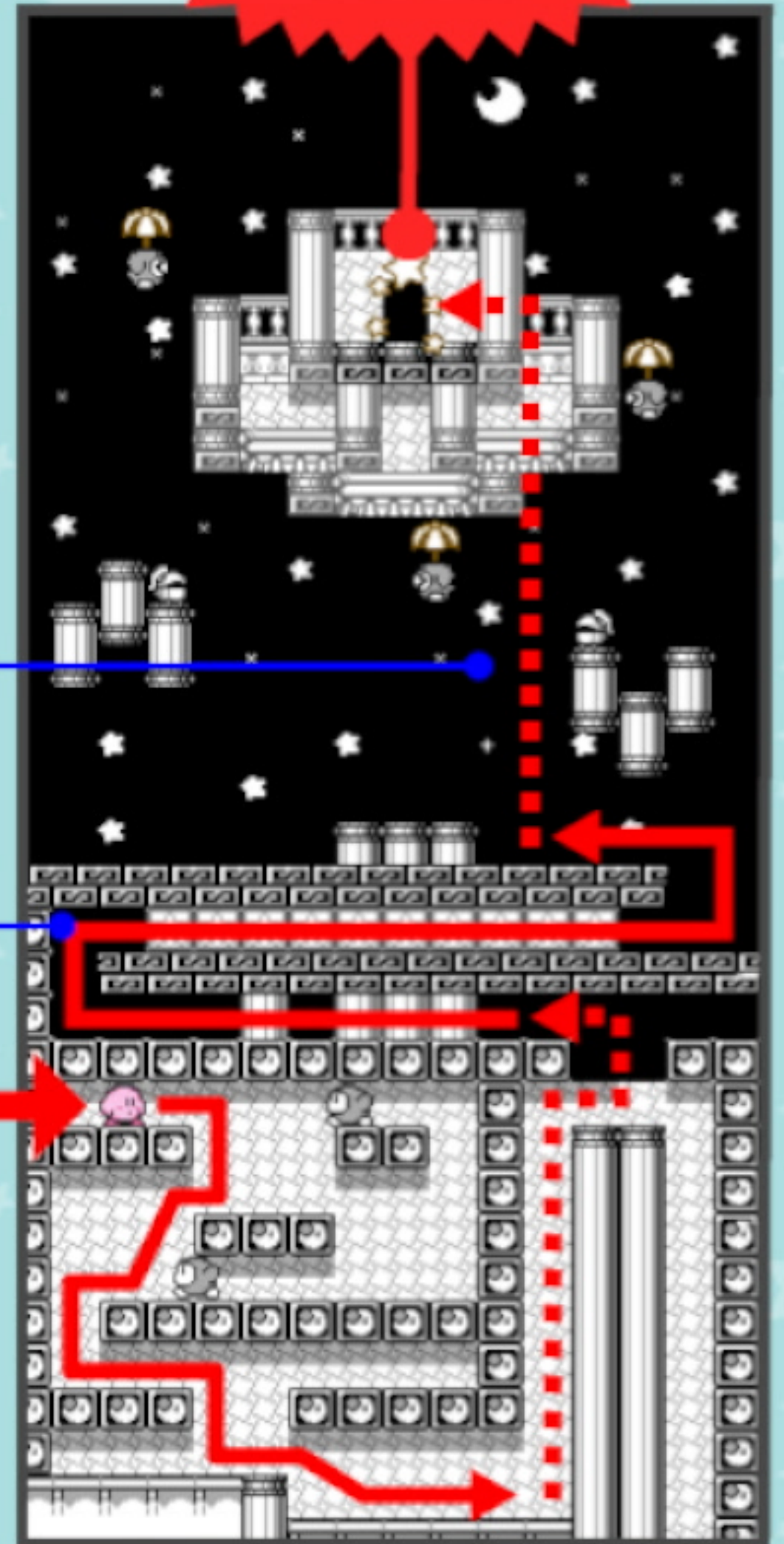
Slide through the blocks and keep moving.



You can slide over the gap between these two clouds, passing safely under the Scarfy.



This is a Scarfy hot spot, but don't panic. You can make it through without getting hit.



METROID

Escape from Planet Zebes!

Goal

Distance or Control?

There are two types of jumps. One favors distance, the other control. You'll need them both to escape!

Normal Jump (A)

This jump is easy to control with \oplus , making it easier to land on the small ledges. The longer you hold **A**, the higher you'll jump.



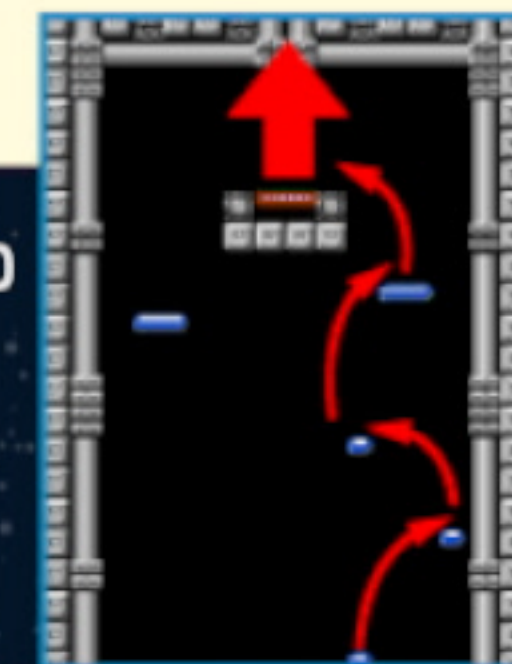
Spin Jump ($\oplus + \text{A}$)

You can jump long distances by running to build momentum first. However, controlling this with \oplus is more difficult.



Remember the Three Cs: Cool, Calm, and Collected

Rushing leads to mistakes. Don't get too excited when you see the goal. The ledges' layout changes slightly near the end, so keep a consistent pace. Once on the elevator, press \oplus to escape!



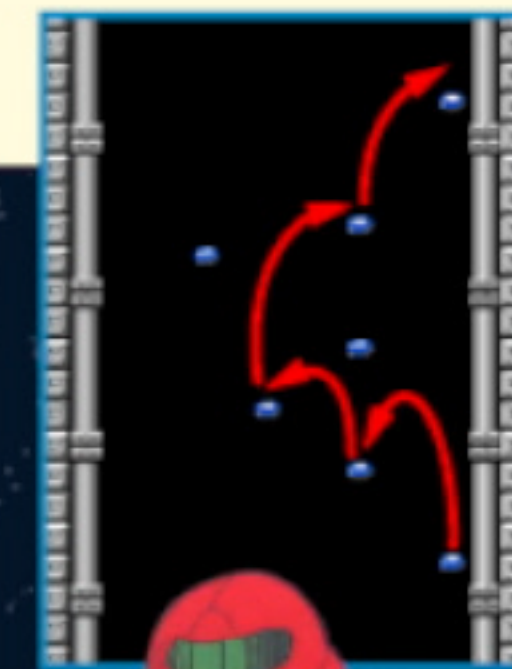
Take Back Control

If you press **B** to fire your weapon while spin jumping, you'll cancel it into a normal jump and regain control.



Pattern Recognition

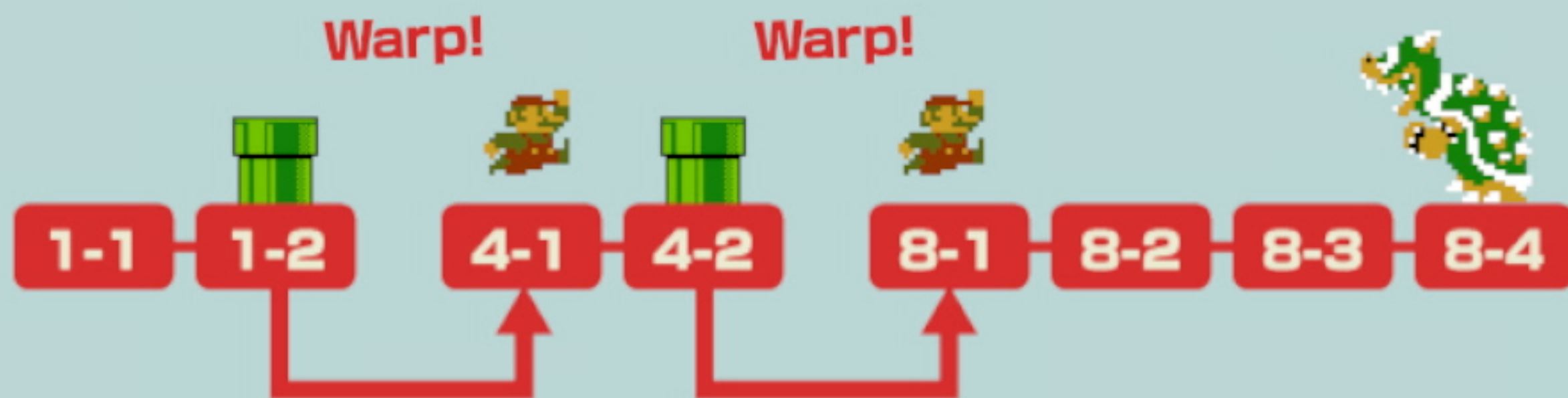
The ledges are placed in a consistent pattern, so you can practice until you get a handle on it. Your landing will be more stable if you use normal jumps instead of spin jumps.



Start



Three Tips to Find the Princess Fast!



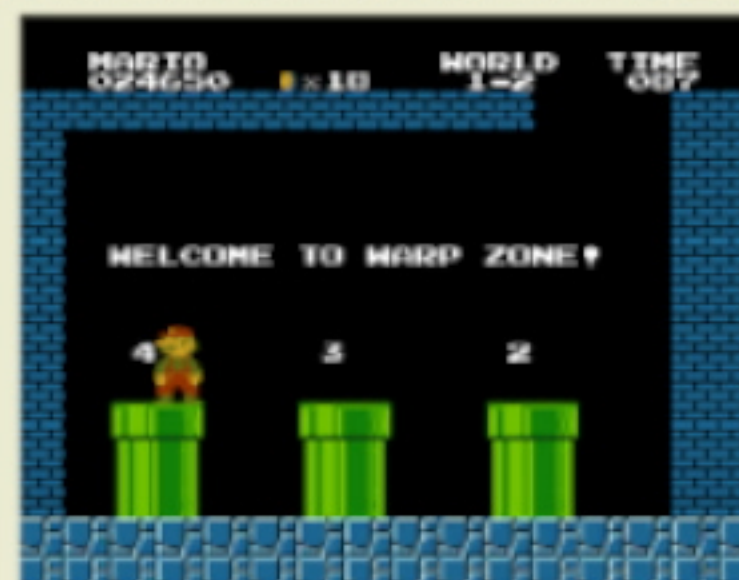
Cut Every Corner

Clearing Worlds 1-1 through 8-4 the long way means clearing 32 courses. But with these tips, you can cut that down to just eight. Read on to gain the advantage of time!

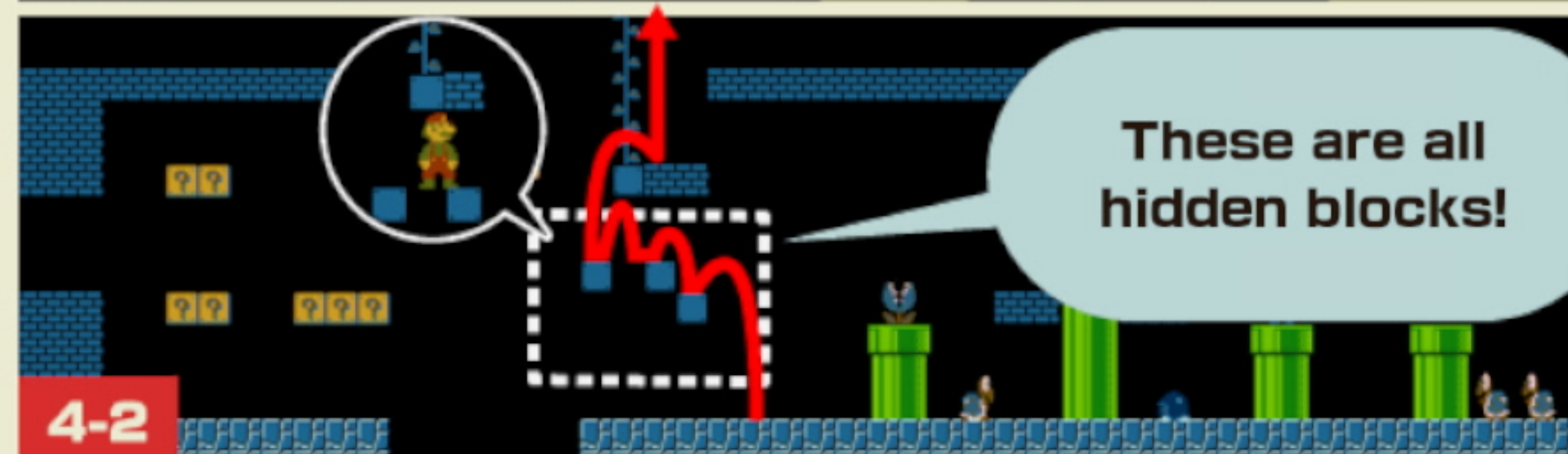
4 Warp from World 1-2 to 4-1



Use the lift just before the goal to get on top of the bricks, then keep running to the right. Once you find the Warp Zone, go down pipe 4.



8 Warp from World 4-2 to 8-1



There are hidden blocks just past the first lift. Use them as stepping stones to hit the block with a vine in it. Climb it to find the Warp Zone, and then go down pipe 8.

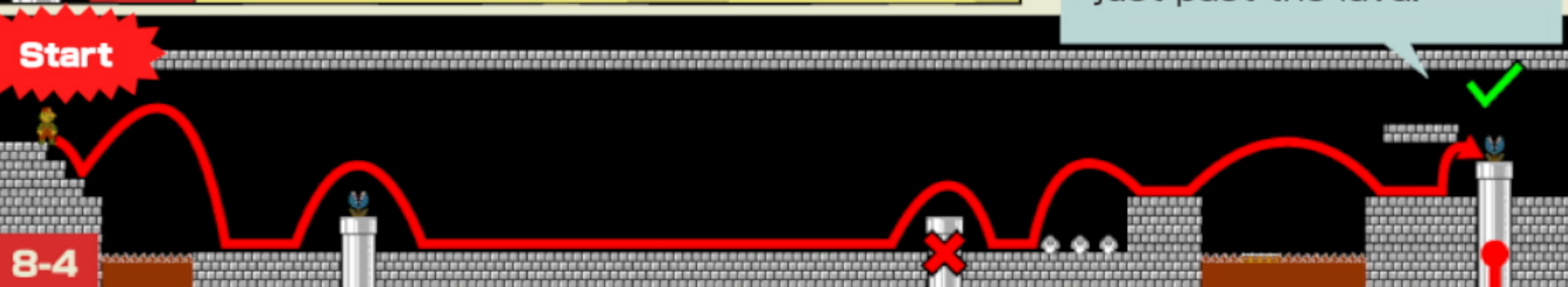


Three Tips to Find the Princess Fast!



Follow This Route to Get Through World 8-4

Start



Go down the pipe that's just past the lava.

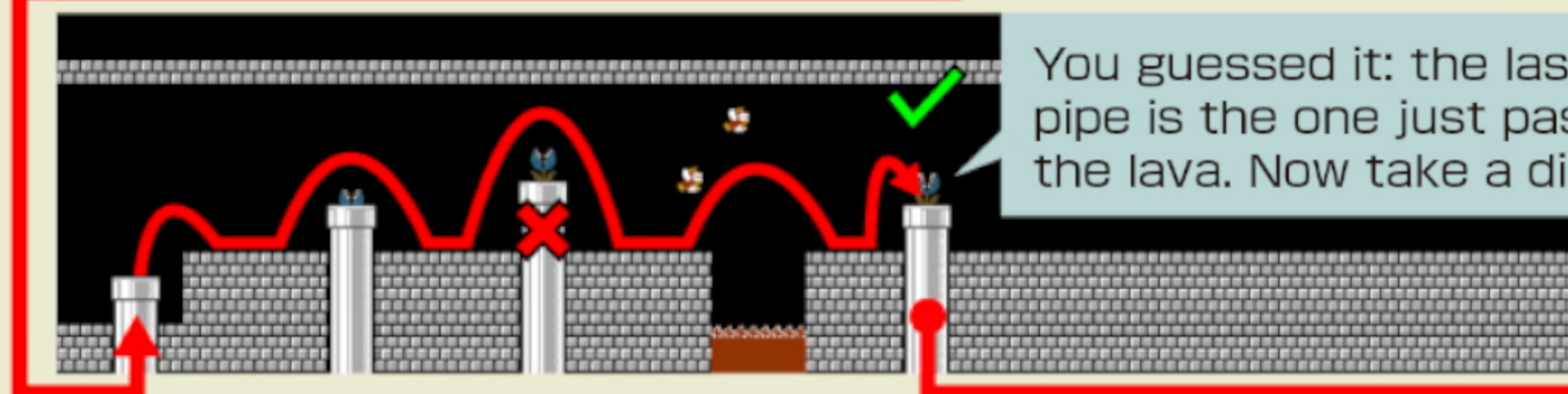
Plan Ahead

If you ignore the pipes and keep running, you'll just loop back around. But if you go down the wrong pipe, you'll be sent back to the start of 8-4. Study which pipes you need to take ahead of time. The princess isn't much farther!



The next pipe is just past lava too. Use the hidden block as a stepping stone.

Once you're through the water portion, just keep moving forward.



You guessed it: the last pipe is the one just past the lava. Now take a dip!



Grab the axe to finish up!



Start

Clearing World 1-1 Made Easy!

Goal

As Sure as Eggs

Birdo spits out an egg once every four seconds or so. Hop on it, pick it up, and throw it right back at her!



Work Those Quads!

Do a squat jump off this enemy's head to get even more height.



To squat jump, hold **+** until the character flashes, then press **A**.

Bombs Away!

When the bomb flickers, hold it for just under a second, then drop it to blast a hole in the wall.



BOMB

This route is longer!



Clear Grass Land in Six Easy Steps!



Take the Short Way 'Round

This map shows the shortest route through World 1. You'll want to skip levels 1-3 and 1-4, and then rush through the rest.

Jumping Power

Dash with **++B** to fill the power meter. Once it's flashing, you'll jump higher.

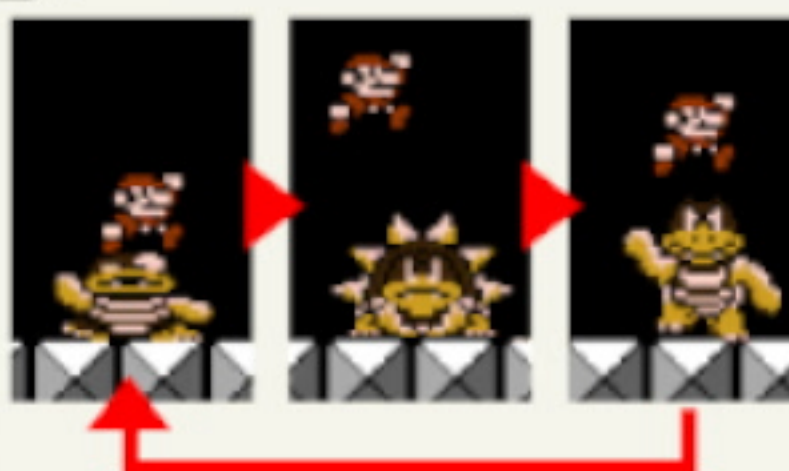


1 Dash through 1-1 and 1-2



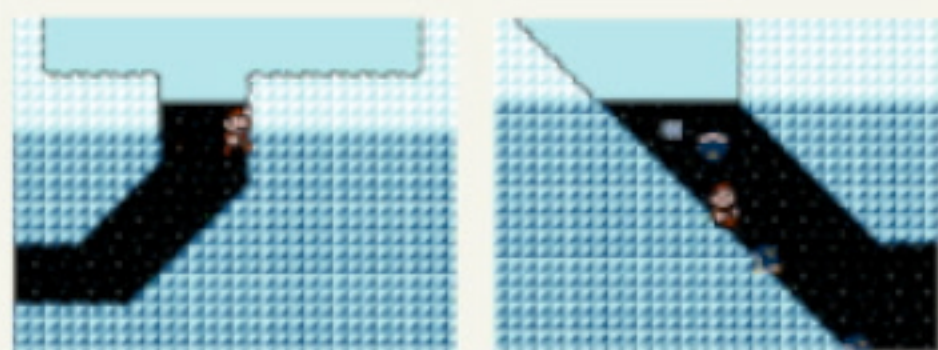
For these two courses, fill the power meter to max and jump away. If you match the images here, you can bounce off the enemies for some serious air.

2 Show Boom Boom No Mercy



Jump on Boom Boom before he even has a chance to move, and once he's up, hit him again.

3 Dash and Slide through 1-5



Sliding is faster than running, and you'll take out enemies that you slide into. So press **+** on a slope to slide, and enjoy the ride.

4 Take Your Time and Hurry Up on 1-6

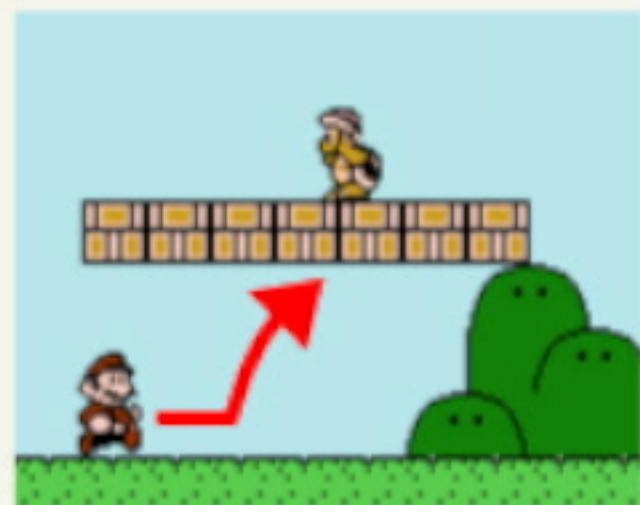
If your skills can pay the bills, try this daring route.



Clear Grass Land in Six Easy Steps!



5 Take Out the Hammer Bro from Below

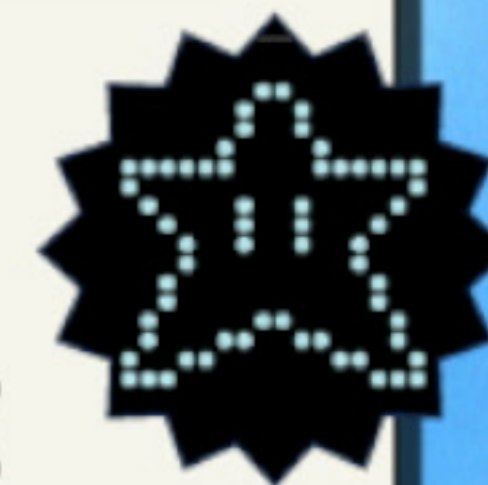


The easiest way to take out the Hammer Bro is by hitting the block he's standing on. Once he's out of the picture, wait for the treasure chest to appear on the other side of the screen, and then grab it fast.

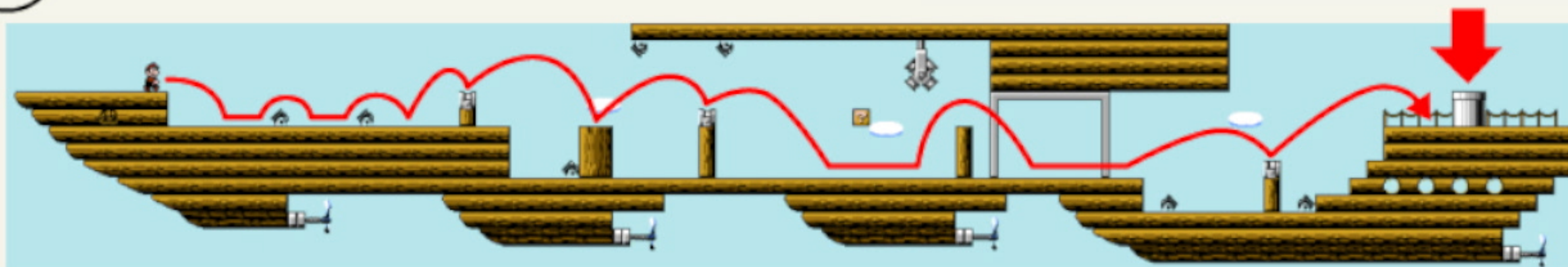


Mismatch Game

You'll get a card at the end of certain courses. Getting three of a kind triggers a fireworks display which, while nice, will eat up time. So try to avoid a match.



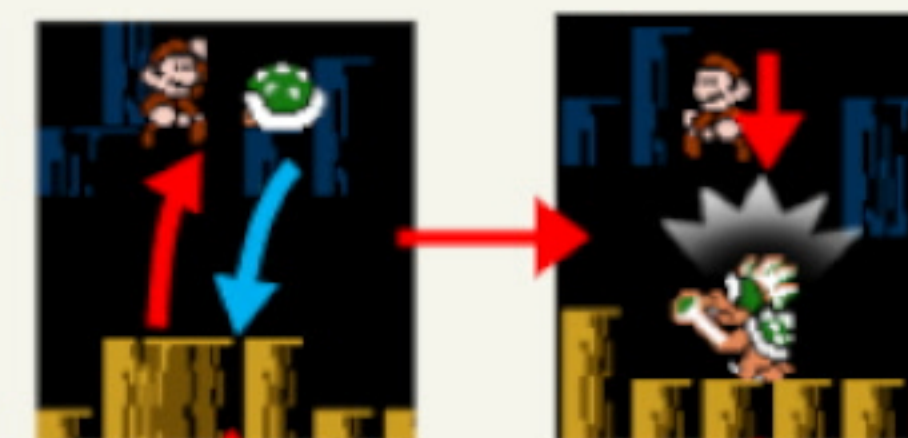
6 Who's Flying This Airship, Anyway?



The airship course scrolls continuously and gets faster over time. Be careful around the cannons and Bullet Bills. Stick to the right side of the screen as much as you can, and once you see a pipe, go down it.



Larry is on the other side of the pipe. When you jump on him he'll jump back at you, so be ready to dodge. Once you win, grab the wand to return it to the king, and that's it!



Goal



Lost Levels Found!



Ignore the enemies and mushrooms. Just keep running!

Keep your time down by keeping your downtime down.
Find your flow, and go, go, go!

Ignore the mushroom, and
jump over the lift. You don't
need either.

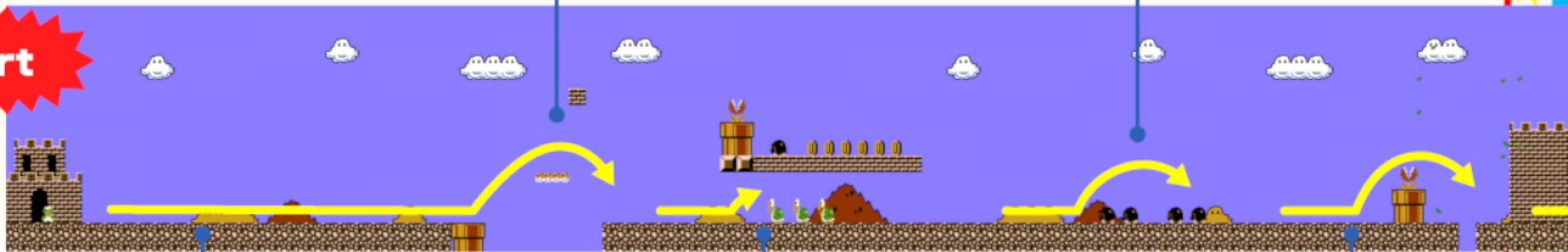


Next you'll come across
four Buzzy Beetles. Jump
over them all in one go.



*Do you hear the wind?
It's whispering,
"Turn to page 2..."*

Start



Hold **B** during the opening
countdown to get a head
start on running.

Jump over these Koopa
Troopas. You'll land on at
least one, but keep going.



Jump before you reach
the pipe to clear the
Piranha Plant.



Lost Levels Found!

Don't Let These Blocks Block Your Way

Take advantage of the wind and trampoline to jump extra high. You can clear the wall and land safely on the other side with just one jump!



If you can read this,
you're almost there!



Nailing This Jump Is Critical

The homestretch! Hop on the Koopa Paratroopa to hit the block right above it, then climb the vine that comes out. This is the only way to reach the goal!



It's just walls and pipes past here.
Going into a pipe will take you
back to the middle of the course.

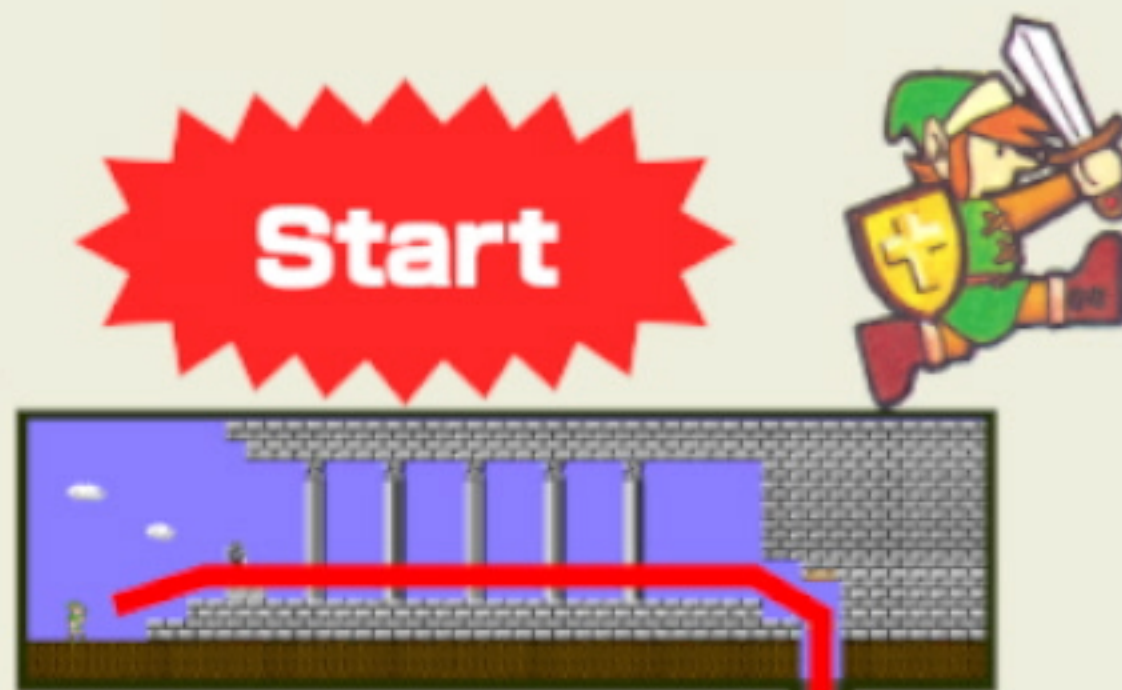
Parapa Palace Anti-Sightseeing Tour



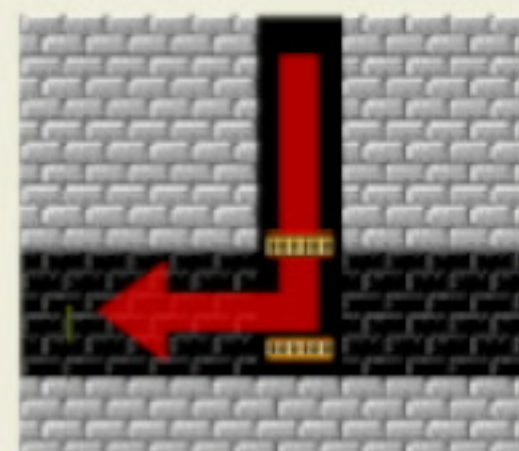
Two Keys Will Do

The shortest route requires just two keys. Avoid fights by hopping over enemies, defeat the boss, and then put the crystal in the statue to clear the palace.

Start



Left Is Right



Head to the left as soon as you arrive underground. It's a dash for the first key!

The Key to Success



Poke the key with your sword to pick it up, then rush back the way you came.

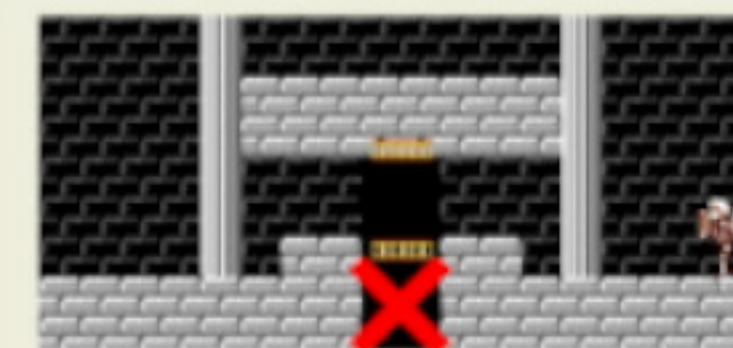


The Door to Destiny



You can get through the door once you have the key, but you're not done yet. Steel your nerves and push onward!

Ignore this elevator!
Continue straight.



Parapa Palace Anti-Sightseeing Tour

Next, take the elevator up to find the key.

Healing will cost time. Be careful!

Grab the Key and Flee

Once you get the key, turn around, and go back to the elevator. Ride it all the way down.

Aim for Mazura's Head

It's time to take on the boss. Jump to strike Mazura's head, and once you've won, grab the key and keep moving!

Strong Foes Ahead!

When fighting an Iron Knuckle, jump, and then press **B** to attack with your sword as you fall. You can also use shield magic.



Goal

